

Football Tournament Software Manual

Overview

The Software is a PC application designed to assist in the running of a Football Tournament. It should work on Windows XP, Win 7 and Win 8. It works best on an HD monitor (resolution 1920 x 1080).

The program can keep track of up to 4 different Age groups at once. Each Age Group can be split into up to 4 groups of up to 20 teams. All Team details/results are stored in a single Database file. For a weekend tournament, one database file per session can be used.

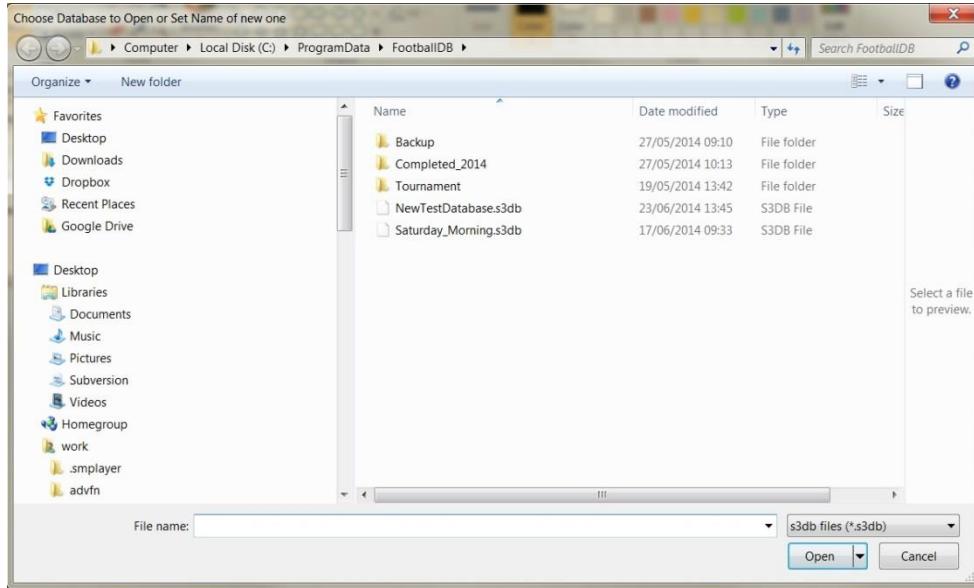
The Free Trial version will run for 20 minutes before closing. To raise money for Bishops Waltham Dynamos Football club (who developed the software) we are planning to license it for a small yearly fee. Contact dynamos@baseley.org.uk for information.

Installation

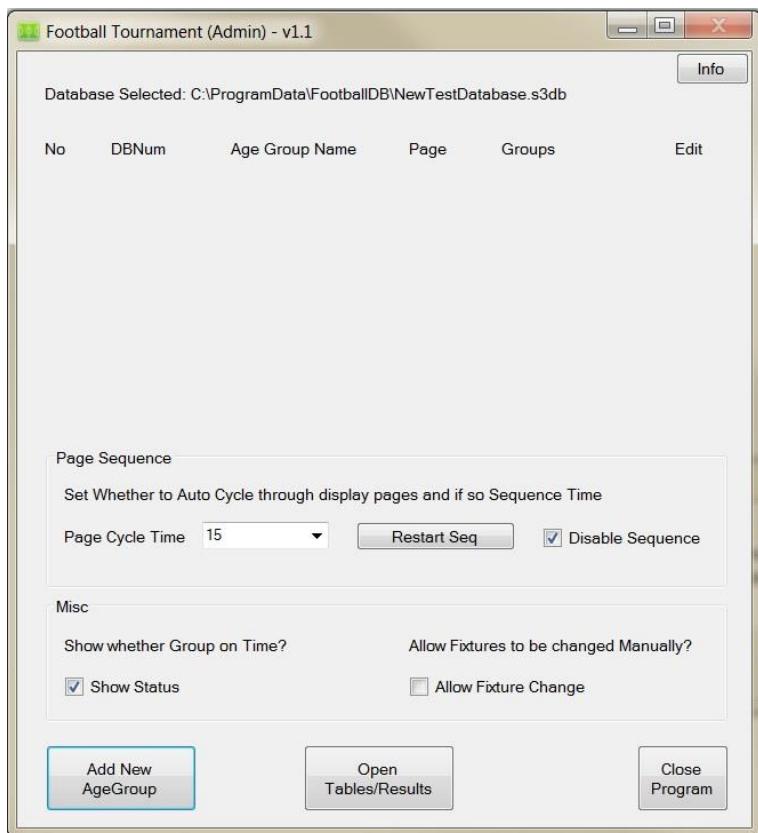
The program requires Dotnet 4.0 framework. If not already installed, the installer will offer to download.

Operation

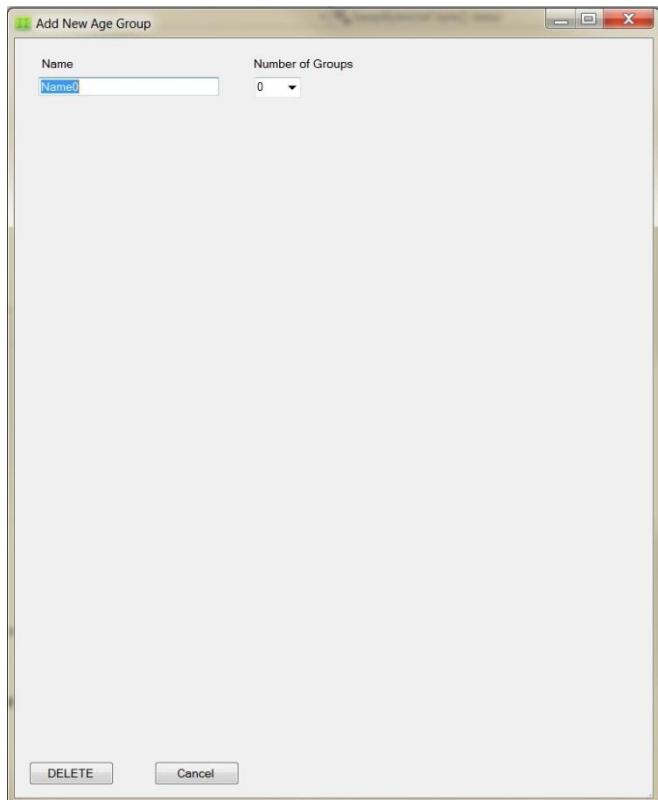
When the program is run, you will need to first select an existing database, or chose a name/directory for new one. Click 'Open' once done.



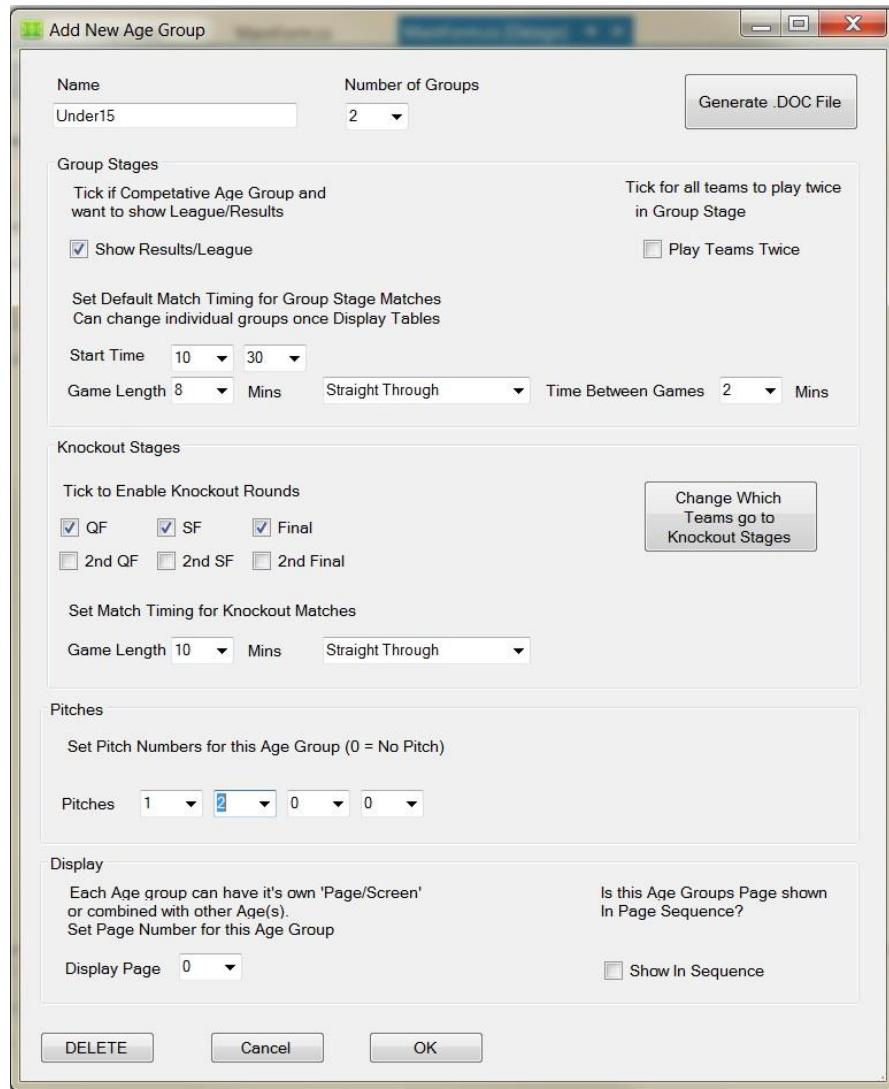
After a few seconds, the database will be loaded and the following screen will be shown



Click on the 'Add New AgeGroup' button



Select a Name for the age group (e.g. Under 15) and the number of groups in this age group (1-4). Once you have selected the number of groups, more options will become available



Group Stages Options:

- Show Results/League - Tick if competitive age group and want to show league table and results
- Play Teams Twice - For small groups, tick you if want all teams to play each other twice
- Start Time for age Group, Game Length, each way or one way match and gap between games. These settings are used to generate fixtures once teams are added.

Knockout Stages Options:

- Tick boxes to Enabled QF and/or SF and/or Final. There is an additional extra set of QF/SF/Final which can be enabled, should a second 'plate' competition be required for lower finishers in group stages.
- Set match length and each way/one way for knockout matches
- The software will generate a default set of rules for progression to and through the knockout rounds, based on the number of groups and which knockout rounds are enabled.

Pitches:

- Select which pitches are allocated to this age group. The software will cope with simple dividing of pitches (e.g 2 pitches for 2 groups), when generating fixtures. More complicated allocation may require manual changing.

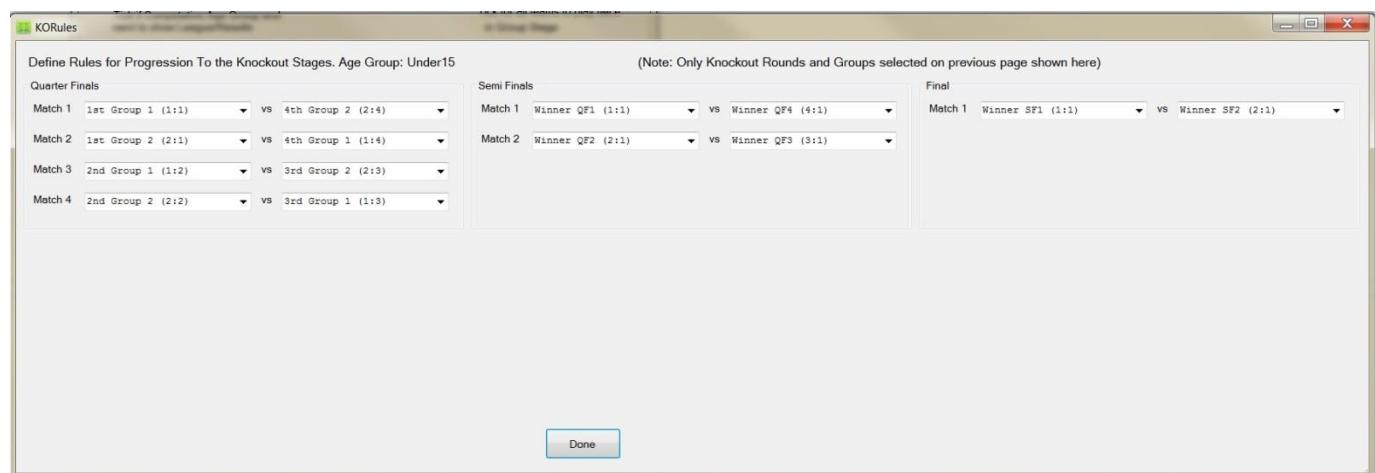
Display:

- Choose Display page number for this age group.
Normally each group will have its own page (e.g. If under 14 = Page 0 and under 15 = Page 1 they will be shown on separate Pages).
Small age groups can be combined on same page if not too crowded (e.g. If under 14 = Page 0 and under 15 = Page 0, they will be shown together on same page).
- Show in Sequence. The software can automatically cycle through the display pages. Tick box to include this age group in the sequence.

Configure Knockout Stages:

Once the number of groups and number of knockout stages has been selected, the software will generate a default set of 'rules' for progression from the group stages to the knockout rounds. To view or change, click the 'Change Which Teams go to Knockout Stages' button.

The following screen will be displayed.



Use the drop down boxes to change the rules. If none of the rules match the desired outcome, they can be adjusted manually later.

Generating Doc files:

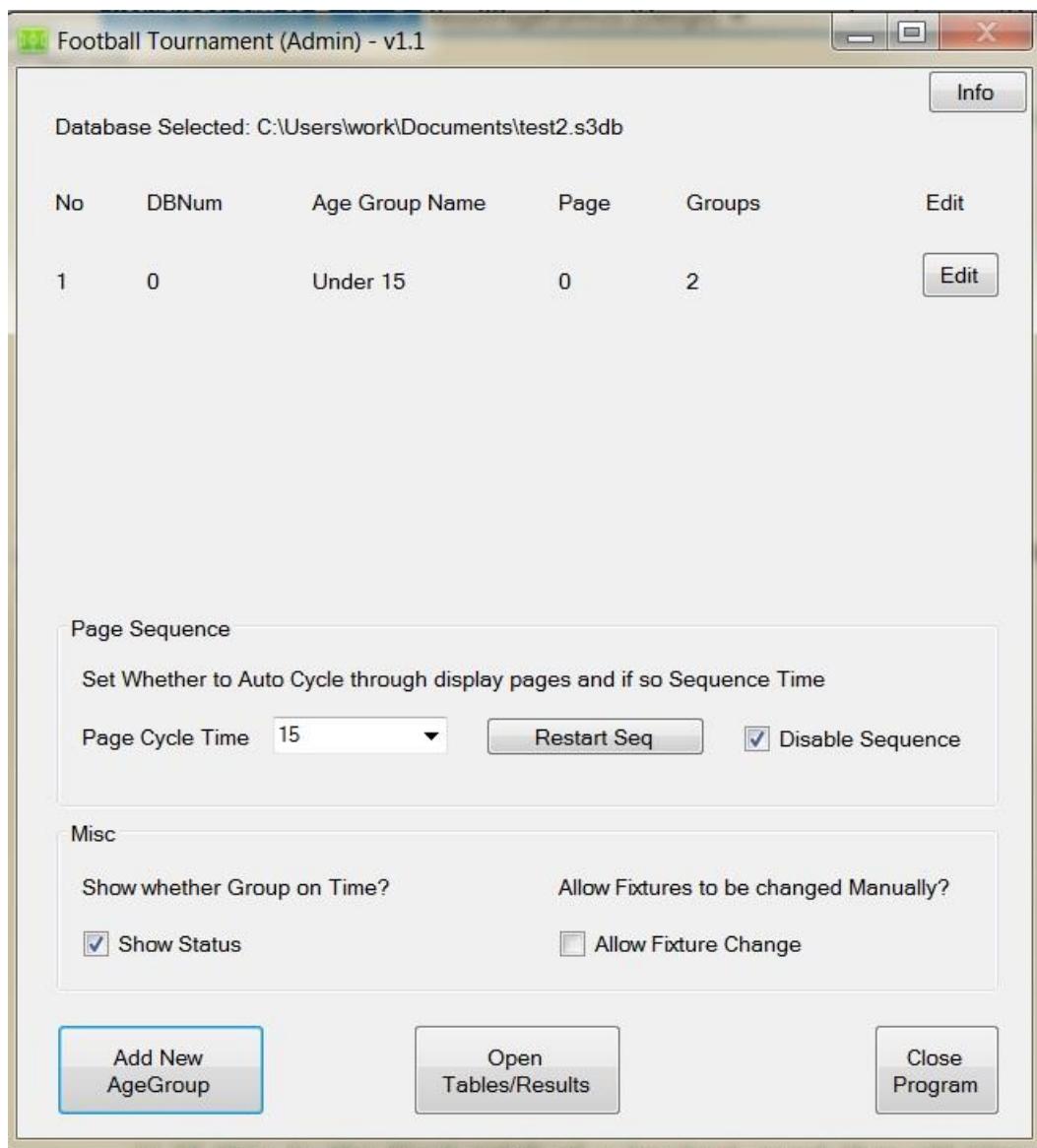
Click the 'Generate .DOC File' button to generate a word document with all the details about this age group. This is still in the development stage so documents generated will still need a bit of manual editing to make them look 'prettier'.

It may still prove helpful however, in generating a booklet for an event or printing out any late changes to the fixtures in the event of last minute add/removal of teams.

At the moment this will generate a very empty document as we have not added any teams yet so there are no fixtures. This page can be revisited at any time by clicking the 'edit' button next to the age group on the main 'Admin' page.

Once this Age group has been configured as required, click the OK button to add details to the database and return to the main 'Admin' page.

The page should now look as follows:



Football Tournament (Admin) - v1.1

Database Selected: C:\Users\work\Documents\test2.s3db

No	DBNum	Age Group Name	Page	Groups	Edit
1	0	Under 15	0	2	<button>Edit</button>

Page Sequence

Set Whether to Auto Cycle through display pages and if so Sequence Time

Page Cycle Time: 15 Disable Sequence

Misc

Show whether Group on Time? Show Status

Allow Fixtures to be changed Manually? Allow Fixture Change

Click 'Edit' to change any details for age Group.

Click 'Add New Age Group' button and repeat stage above to add another age group (Max 4)

Page Sequence Options:

When no score is being input (10 second timeout) the software can auto cycle through the display pages so the monitor can be left unattended and all age groups can see how their group stands.

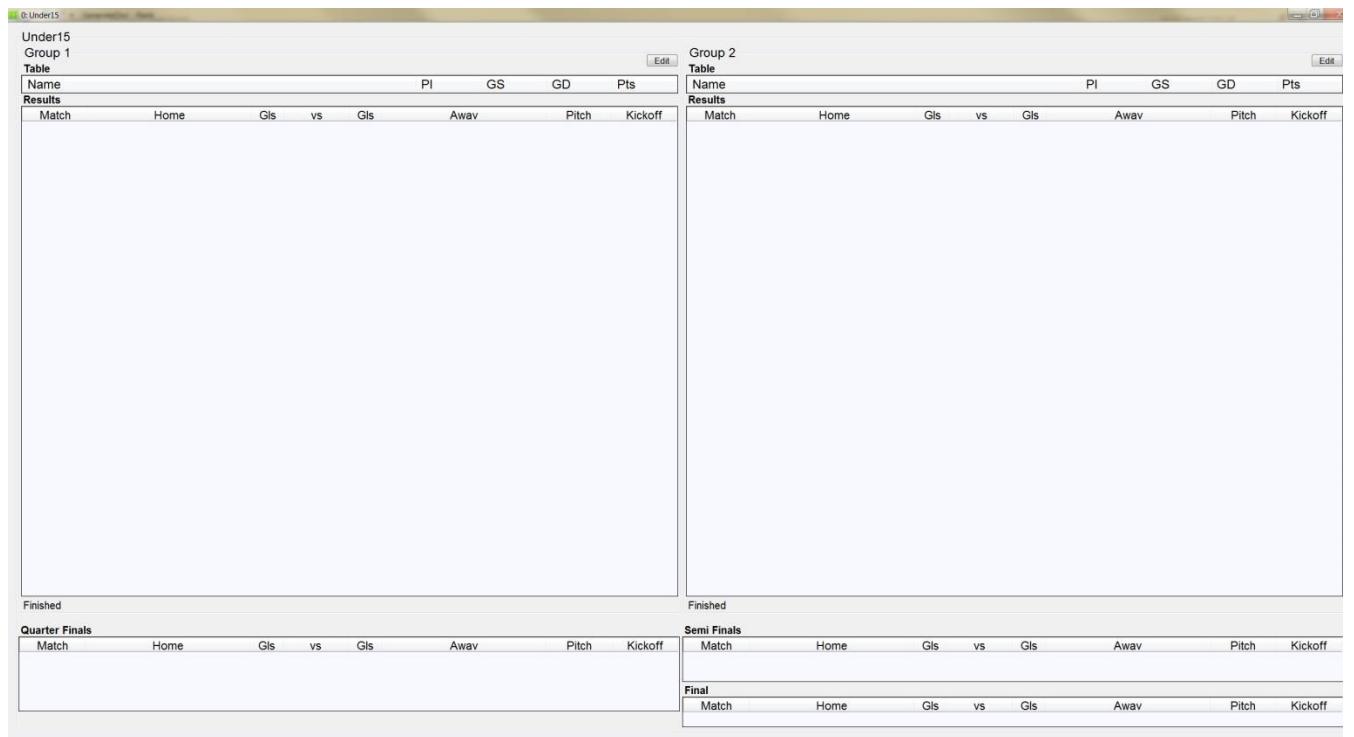
- Page Cycle Time – Time (in seconds) between sequence
- Disable Sequence – Tick to disable sequencing
- Restart Seq – Tick to immediately restart sequencing after disabled

Misc Options:

- Show Status – Tick to show whether each group is running to time in the group stages (based on kick-off time and when score is input)
- Allow Fixture Change – If ticked extra options are available to reorder group stage fixtures (not normally necessary)

Once all Age groups required have been input click 'Open Tables / Results' button.

You should be presented with a rather blank page (or multiple pages if more ages added) as below.



The screenshot shows a software interface with multiple blank tables for different age groups. The tables are arranged in a grid:

- Group 1:** Under15, Group 1 Table. Contains columns: Name, PI, GS, GD, Pts. Sub-sections: Results, Match, Home, Gls, vs, Gls, Away, Pitch, Kickoff.
- Group 2:** Under15, Group 2 Table. Contains columns: Name, PI, GS, GD, Pts. Sub-sections: Results, Match, Home, Gls, vs, Gls, Away, Pitch, Kickoff.
- Group 3:** Under15, Group 3 Table. Contains columns: Name, PI, GS, GD, Pts. Sub-sections: Results, Match, Home, Gls, vs, Gls, Away, Pitch, Kickoff.
- Group 4:** Under15, Group 4 Table. Contains columns: Name, PI, GS, GD, Pts. Sub-sections: Results, Match, Home, Gls, vs, Gls, Away, Pitch, Kickoff.

Below the tables, there are additional sections:

- Quarter Finals:** Contains columns: Match, Home, Gls, vs, Gls, Away, Pitch, Kickoff.
- Semi Finals:** Contains columns: Match, Home, Gls, vs, Gls, Away, Pitch, Kickoff.
- Final:** Contains columns: Match, Home, Gls, vs, Gls, Away, Pitch, Kickoff.

We now need to start adding some teams to the groups.

To add a team to a group, click the 'Edit' button in the appropriate group.

The screenshot shows a software window titled 'Teams Under15 Group 1'. At the top left is a text input field with a placeholder 'Enter Team Name'. To its right are 'Add Team' and 'Recalc Fixtures' buttons. On the right side are 'Confirm Team' and 'DELETE Team' buttons. The main area is a table with columns 'ID', 'Name', 'Confirmed', and 'Paid'. Below the table is a section for 'Individual Group Match Timing' with dropdowns for 'Start Time' (set to 10), 'Game Length' (set to 8), and 'Time Between Games' (set to 2). At the bottom is a 'Done' button.

Add Team:

Enter the Name of the Team to add in box at top left and Click Add Team (or press Enter).

The Team will then be added to the list in the middle.

By default, they will be added as Not confirmed (Confirmed = 0) and Paid (Paid = 1).

Team Not Paid:

If you want a reminder that a team still needs to pay, click on the 'Paid' column next to the team and change value to 0. That team will then be displayed in Red on results page as a reminder (Once they have paid set 'Paid' = 1).

Confirm / Check in Team:

Not confirmed teams are displayed Pink initially on results page. This can be used to 'check in' teams as they arrive to identify any teams missing. To check in a team, bring up this page (with edit button), click on team name and click the 'Confirm Team' button. They will then change to a pale blue colour on result form to show they have checked in and paid.

Delete Team:

To remove a team from the group (in the event of a no-show etc.), click on the team name then click 'DELETE Team' button. All fixtures involving that team will be deleted.

'Recalc Fixtures':

If you have changed the timing of the matches, click the 'Recalc Fixtures' button. The fixtures will be regenerated with the new timings.

After a few teams have been added, the screen should look something like this.

Teams Under15 Group 1

ID	Name	Confirmed	Paid
1	Bishops Waltham Dynamos Red	0	1
2	Warsash Wasps	0	1
3	Havant and Waterlooville	0	1
4	Crofton Saints Panthers	0	1

Recalc Fixtures

Confirm Team

DELETE Team

Individual Group Match Timing

Start Time 10 ▾ 30 ▾

Game Length 8 ▾ Mins Straight Through ▾ Time Between Games 2 ▾ Mins

Done

Once all teams have been added, click the 'Done' button.

The fixtures will then be generated based on the match timing and pitch numbers input when age group was added.

Group 1					Group 2							
Table					Table							
Name	Pl	GS	GD	Pts	Name	Pl	GS	GD	Pts			
Bishops Waltham Dynamos Red	0	0	0	0	Havant and Waterlooville	1						
Warsash Wasps	0	0	0	0	Crofton Saints Panthers	1						
Havant and Waterlooville	0	0	0	0	Crofton Saints Panthers	1						
Crofton Saints Panthers	0	0	0	0	Havant and Waterlooville	1						
Results					Results							
Match	Home	Gls	vs	Gls	Match	Home	Gls	vs	Gls	Away	Pitch	Kickoff
1	Bishops Waltham Dynamos ...	-	vs	-	Havant and Waterlooville	-					10.30	
2	Warsash Wasps	-	vs	-	Crofton Saints Panthers	-					10.40	
3	Bishops Waltham Dynamos ...	-	vs	-	Crofton Saints Panthers	-					10.50	
4	Warsash Wasps	-	vs	-	Havant and Waterlooville	-					11.00	
5	Bishops Waltham Dynamos ...	-	vs	-	Warsash Wasps	-					11.10	
6	Havant and Waterlooville	-	vs	-	Crofton Saints Panthers	-					11.20	

Running 10 Mins Late

Finished

The Pitch number and Kick off times can be changed manually if they do not meet with requirements (simply click on value and enter new information – be sure to keep the format of kick off the same hh:mm).

Repeat for teams in Group 2 then start to enter results (Simply click 'Gls' column for match and type value)

Group 2 Table

Name	PI	GS	GD	Pts
Dynamos Blue	1	3	3	3
Stubbington	1	0	0	1
Waltham Wolves	1	0	0	1
Sarisbury Sparks	1	0	-3	0

Results

Match	Home	Gls	vs	Gls	Away	Pitch	Kickoff
1	Bishops Waltham Dynamos ...	0	vs	0	Havant and Waterlooville	1	10.30
2	Warsash Wasps	2	vs	1	Crofton Saints Panthers	1	10.40
3	Bishops Waltham Dynamos ...	-	vs	-	Crofton Saints Panthers	1	10.50
4	Warsash Wasps	-	vs	-	Havant and Waterlooville	1	11.00
5	Bishops Waltham Dynamos ...	-	vs	-	Warsash Wasps	1	11.10
6	Havant and Waterlooville	-	vs	-	Crofton Saints Panthers	1	11.20

Running 235 Mins Late

Quarter Finals

Match	Home	Gls	vs	Gls	Away	Pitch	Kickoff
1	1st Group 1 (1:1)	-	vs	-	4th Group 2 (2:4)	1	11.00
8	1st Group 2 (2:1)	-	vs	-	4th Group 1 (1:4)	2	11.35
9	2nd Group 1 (1:2)	-	vs	-	3rd Group 2 (2:3)	1	11.45
10	2nd Group 2 (2:2)	-	vs	-	3rd Group 1 (1:3)	2	11.45

Semi Finals

Match	Home	Gls	vs	Gls	Away	Pitch	Kickoff
11	Winner QF1 (1:1)	-	vs	-	Winner QF4 (4:1)	2	12.00
12	Winner QF2 (2:1)	-	vs	-	Winner QF3 (3:1)	2	12.00

Final

Match	Home	Gls	vs	Gls	Away	Pitch	Kickoff
13	Winner SF1 (1:1)	-	vs	-	Winner SF2 (2:1)	1	12.15

As soon as the score for a match has been input, the table will update and the results will be stored in the database (i.e. won't be lost if the power fails!).

The league position is set based on the following order of preference:

- Most Points
- Best Goal Difference
- Most Goals Scored
- Least Goals Conceded

This will continue until all fixtures for the group has been completed.

At this point, the first knock out round will be auto populated with the names of the teams based on the knockout rules set earlier when the age group was added.

In the event of two teams being tied on all criteria above (TIED) will be added to team name so can be decided by coin toss etc.

If best and second best 3rd place are used, all criteria above are divided by games played in case of an uneven number of teams in groups.

The Auto population will be done based on the text in the Home and Away columns. E.g. In the above example the first Quarter Final, Match 7 is between 1st Group 1 (1:1) and 4th Group 2 (2:4).

The text in the brackets determines which team goes into this match - (2:4) is Group 2 position 4.

The Text for Home and Away in the knockout stages can be edited. To Stop Auto Complete of Knockout Stages, simply remove the Brackets and Text.

Hopefully things will progress smoothly until the Final has been played and the screen looks something like.

0 Under15

Group 1

Table

Name	Pl	GS	GD	Pts
Havant and Waterlooville	3	5	3	7
Bishops Waltham Dynamos Red	3	4	1	5
Warsash Wasps	3	4	-1	3
Crofton Saints Panthers	3	4	-3	1

Group 2

Table

Name	Pl	GS	GD	Pts
Dynamos Blue	3	6	3	5
Waltham Wolves	3	4	0	3
Stubbington	3	2	0	3
Sarisbury Sparks	3	3	-3	2

Results

Match	Home	Gls	vs	Gls	Away	Pitch	Kickoff
1	Bishops Waltham Dynamos ...	0	vs	0	Havant and Waterlooville	1	10.30
2	Warsash Wasps	2	vs	1	Crofton Saints Panthers	1	10.40
3	Bishops Waltham Dynamos ...	2	vs	2	Crofton Saints Panthers	1	10.50
4	Warsash Wasps	1	vs	2	Havant and Waterlooville	1	11.00
5	Bishops Waltham Dynamos ...	2	vs	1	Warsash Wasps	1	11.10
6	Havant and Waterlooville	3	vs	1	Crofton Saints Panthers	1	11.20

Finished

Quarter Finals

Match	Home	Gls	vs	Gls	Away	Pitch	Kickoff
7	Havant and Waterlooville	2	vs	1	Sarisbury Sparks	1	11.35
8	Dynamos Blue	2	vs	3	Crofton Saints Panthers	2	11.35
9	Bishops Waltham Dynamos ...	4	vs	2	Stubbington	1	11.45
10	Waltham Wolves	1	vs	3	Warsash Wasps	2	11.45

Semi Finals

Match	Home	Gls	vs	Gls	Away	Pitch	Kickoff
11	Havant and Waterlooville	2	vs	1	Warsash Wasps	1	12.00
12	Crofton Saints Panthers	2	vs	3	Bishops Waltham Dynamos ...	2	12.00

Final

Match	Home	Gls	vs	Gls	Away	Pitch	Kickoff
13	Havant and Waterlooville	1	vs	0	Bishops Waltham Dynamos ...	1	12.15

Finished

Hoorah – have a cup of tea and relax.

Any problems, questions or feedback, please contact dynamics@baseley.org.uk

THE END